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# Queensland Rugby Union

## PREMIER RUGBY COMPETITION RULES 2018

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# Definitions

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## 1 Definitions

- 1.1 **CLUB** is the rugby body that is a participant of the competition.
- 1.2 **COMPETITION MANAGER** is the person deemed responsible for the day to day operational management of the Competition
- 1.3 **JUDICIARY** is the Sub Committee as appointed by the Management Committee.
- 1.4 **MANAGEMENT COMMITTEE** is the Committee appointed by the QRU to oversee the management of the Competition
- 1.5 **PARTICIPANT(S)** includes, but not limited to; Club Committee Members; Players; Coaches; Managers; Match Officials; Medically Trained Persons
- 1.6 **QRU** is the Queensland Rugby Union Ltd
- 1.7 **RA** is Rugby Australia (formerly the Australian Rugby Union Ltd “ARU”
- 1.8 **UNION** is the governing body of the competition
- 1.9 **WR** is World Rugby

# Preamble

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## 2 Preamble

- 2.1 This Competition as are all competitions played under the auspices of QRU are amateur competitions. All participants in the Competition are to be made aware of the [WR Playing Charter](#); / <http://laws.worldrugby.org/?charter=all> all which include:
- (I) Principles of the Game
  - (II) Principles of the Laws
- 2.2 All participants are to be made aware that by virtue of the acceptance of a team into this competition the Match Organiser e.g. QRU Affiliate / another recognised legal entity (Outside Provider) and their respective Coaches, Managers, Players, Match Officials; Medical Officers, Sports Trainers; Water Runners; Volunteers; and any other person entering the playing enclosure related to the QRU Affiliate subjects themselves and agrees to be bound by the rules and the disciplinary processes of the competition.

# Laws of the Game

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## 3 Laws of the Game

All games will be played in terms of the [WR Laws of the Game](http://laws.worldrugby.org/?law=showallbynumbers) / <http://laws.worldrugby.org/?law=showallbynumbers> including / not including, as applicable, the following variations:

3.1 [Under 19 Variations](http://laws.worldrugby.org/index.php?variation=1) / <http://laws.worldrugby.org/index.php?variation=1>

3.2 [RA Under 19 Variations](http://www.rugbyaustralia.com.au/Portals/22/2018%20Laws/U19%20Laws%20Rugby%20AU%202018.pdf) / <http://www.rugbyaustralia.com.au/Portals/22/2018%20Laws/U19%20Laws%20Rugby%20AU%202018.pdf>

# Regulations of the Game

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## 4 Regulations of the game

All games will also be played in accordance with the [WR Regulations of the Game](http://www.worldrugby.org/regulations) / <http://www.worldrugby.org/regulations>

# RA and QRU Policies and Regulations

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## 5 RA and QRU Policies

All games will also be played in accordance with all [RA and QRU Policies and Regulations](http://www.redsrugby.com.au/PremierRugby/PoliciesProcedures.aspx) / <http://www.redsrugby.com.au/PremierRugby/PoliciesProcedures.aspx>

# Law and Regulation Clarifications

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## 6 Law and Regulation Clarifications

### 6.1 Law 3 Number of Players – the team – 1<sup>st</sup> / Premier Grade

- (I) In reference to Law 3, the nominated number of players is 23
- (II) Law 3.33 does not apply i.e. **NO rolling substitution**

### 6.2 Law 3 Number of Players – the team – 2<sup>nd</sup> and 3<sup>rd</sup> Grades

- (I) In reference to Law 3, the nominated number of players is 15
- (II) Law 3.33 applies with a maximum number of replacement / substitute players and movements is 8.

### 6.3 Law 3 Number of Players – the team – 4<sup>th</sup> Grade and below

- (I) Law 3.33 applies
- (II) In reference to Law 3, the number of nominated players is not stated; however, the maximum number of replacement / substitute players and movements is 8.
- (III) That for the lowest grade – as is determined by the Management Committee and advised annually, that the maximum number of replacement / substitute players is 8 with a maximum of 12 movements.

### 6.4 Law 3 Number of Players – the team – Colts 1 (Under 19)

- (I) In reference to Law 3, the nominated number of players is 23
- (II) Law 3.33 applies with a maximum of 12 player movements

### 6.5 Law 3 Number of Players – the team – all other Under 19 and Women

- (I) Law 3.33 applies
- (II) In reference to Law 3, the number of nominated players is not stated; however, the maximum number of replacement / substitute players is 8 with a maximum of 12 movements.

**NB:** Law 3.24; and 3.27 – 32 inclusive, excluding 32(c) applies to Blood Injury and Front Row replacements. Law 3.26 i.e. Temporary Replacement – Head Injury Assessment, DOES NOT APPLY WHATSOEVER AT ANY LEVEL

### 6.6 Scrums

- (I) Law 3(16) only applies to 1<sup>st</sup> / Premier Grade

**6.7 Rolling Substitutions – excludes Premier**

[Rolling Substitutions /  
http://www.redsrugby.com.au/PremierRugby/PoliciesProcedures.aspx](http://www.redsrugby.com.au/PremierRugby/PoliciesProcedures.aspx)

**6.8 Regulation 11 Advertising in the playing enclosure**

[Regulation 11 – Advertising in the playing enclosure:  
http://www.redsrugby.com.au/Portals/10/2015/documents/PremierRugby/QRU011%20-%20Branding%20regulations%20for%20On%20Field%20Apparel.pdf](http://www.redsrugby.com.au/Portals/10/2015/documents/PremierRugby/QRU011%20-%20Branding%20regulations%20for%20On%20Field%20Apparel.pdf)

**6.9 Regulation 12 – Provisions relation to Player Dress**

RA has directed this does not apply to females of any age, however, applies to males Under 15 and above:

Underwear – “Underwear: an undergarment, that covers the body from the waist, having short or no legs but does end above the knees, and worn next to the skin or under clothing, and not attached to the jersey or shorts”. In other words, “skins” that have legs that go past the knees are not permitted to be worn by players participating in a rugby game”

**6.10 Regulation 17 – Illegal and foul play -**

<http://www.redsrugby.com.au/Portals/10/2018/Documents/Policies/RugbyAU-DisciplinaryRules-2018.PDF>

# Standard Competition Rules

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## 7 Standard Competition Rules

### 7.1 How ladder positions are determined (for competitions with premierships)

In the event of two or more teams being equal on competition points for any position the higher placed team will be determined on the following basis:

- (I) Number of wins during the regular season; then if not resolved:
- (II) Basis of the best ratio of points scored for and against; then if not resolved:
- (III) The team that has scored the most number of tries in competition rounds: then if not resolved:
- (IV) That matter shall be determined by a toss of a coin.

### 7.2 Postponed / Abandoned Matches

- (I) In the event that the venue of a match or matches is unavailable for any reason, it will be the responsibility of the "home" club to advise the Competition Manager immediately the ground is considered unplayable or doubtful of being playable and the Management Committee, after consultation with clubs involved, will direct how the abandoned match will be dealt with.
- (II) In the event of a match having to be abandoned for any reason beyond the control of match officials, the following procedure will apply:
  - (i) Where a match has been abandoned during the first half the result will be declared as a draw and no points for or against will be awarded.
  - (ii) Where a match has been abandoned during the second half the result will be the result
- (III) In the event of a match having to be abandoned for any reason involving unacceptable behaviour on the part of players or any other persons, or any other similar reason, the Management Committee will determine if any penalties will be imposed to the competing teams.

(It should be noted that such action should neither prejudice nor replace individual action that may be required under the citing, judicial or breaches of the code of conduct).

### 7.3 Playing Field

- (I) Clubs hosting matches played under these must comply with the [QRU Medical and Safety Policy](http://www.redsrugby.com.au/Portals/10/2015/documents/PremierRugby/QRU001%20%E2%80%93%20Medical%20and%20Safety%20Policy.pdf) / <http://www.redsrugby.com.au/Portals/10/2015/documents/PremierRugby/QRU001%20%E2%80%93%20Medical%20and%20Safety%20Policy.pdf> with respect to medical requirements. Both teams are responsible for ensuring that matches do not progress if the requirements for medical care are not in place. Reference should be made to the QRU Medical and Safety Policy when seeking any clarification.

- (II) For all competition games the host club shall be responsible for ensuring that the field of play is correctly marked in accordance with the Laws of the Game.

#### 7.4 **Goal Posts**

- (I) All Goal posts within the playing enclosure must be padded.

#### 7.5 **Playing Enclosure**

- (I) Entry to the playing enclosure must be restricted by a fence, barricade or rope a minimum of five (5) metres, where practicable, from the playing area perimeter.

- (II) Persons authorised to enter the playing enclosure (**Authorised Persons**):

Medically Qualified Person - maximum two (2) / team

Teams (2)

Match Officials, including:

Referee

Assistant Referee(s) / Touch Judge(s) (2x) / Substitution Controller(s)

Sports Trainer(s) – maximum two (2) / Team) – See Clause 7.7

A maximum of 4 ball attendants.

- (III) Technical Zone

##### **WR Technical Zone / Water Carriers Protocol**

##### ***Dimensions of the Technical Zone***

For all Premier Matches two (2) Technical Zones shall be provided within the playing enclosure on the same side of the pitch, each one on either side of the halfway line and outside the field-of-play.

These Technical Zones must be marked on the ground.

The line nearest the touchline must be parallel to the touchline.

The Technical Zones commence a minimum of five (5) metres from the half way line. The Technical Zones must not exceed ten (10) metres in length and three (3) metres in width and must not be less than three (3) metres from the touchline (see attached schematic).

Wherever practically possible the Technical Zones must be behind advertising hoardings with easy access to the field of play.

No advertising is permitted within the Technical Zone. No grass signage is permitted. The only advertising permitted in the Technical Zone is that worn by the designated medical personnel.

##### ***Personnel permitted in the Technical Zone***

No more than two (2) medically trained persons (The team doctor and team physiotherapist only) and two (2) water carriers (who may not be the Head Coach or Director of Coaching but may be an Assistant Coach), a

total of four (4) per Team are permitted to operate from the Technical Zones.

No other person (including Team officials or players) is permitted in the Technical Zones.

Pursuant to WR Regulation 17, section 17.24, no player who has been sent off (Red Carded) or currently under suspension maybe involved in any match day activities including running water.

One (1) of the medically trained personnel permitted to operate from the Technical Zone, as listed in above, may be positioned on the far side of the playing area on the touch line opposite the Technical Zone and may move along the touch line.

The second medically trained person permitted to operate from the Technical Zone as listed above may be positioned on the near side of the playing area on the touchline, and may move along the touchline. The two (2) medically trained personnel may not be together on the same touchline.

Where practically possible the medical personnel must stay outside the advertising hoardings. The medical personnel may keep up with play, but must pay due regard to the needs of the players, match officials, spectators, broadcasters and commercial partners. The medical personnel may enter the field of play in accordance with Law at any time a player is injured. They must not obstruct, interfere or aim comments at match officials.

### ***Roles of personnel in the Technical Zone***

Water may only be taken onto the field during stoppages in play for injuries in the playing area and when a try has been scored.

The two (2) water carriers are not permitted in the playing area during penalty kicks at goal.

The water carriers must remain in the Technical Zone at all times unless they enter the playing area to provide water or when ONE (1) enters to provide a kicking tee to a kicker at a penalty kick. Water carriers must not obstruct, interfere or aim comments at Match Officials.

Players may come to the touchline adjacent to the Technical Zone to receive water.

Water bottles must not be thrown on to the field of play.

### ***Management of the Technical Zone***

All personnel permitted in the Technical Zone will be required to wear bibs to clearly identify them and their role when in and around the Field of Play. Each Club will be responsible for the manufacture of these bibs – Medical Orange; and Water; Yellow. It is the responsibility of the Team manager to ensure their four personnel permitted in the Technical Zone wear these bibs at all times during the game.

In the first instance the Substitution Controller(s) will manage the Technical Zones. If there is a dispute this will be resolved by the Match

Manager (if appointed). Continued non-compliance will be reported to the Referee.

The Referee may caution any offender or at his discretion expel the person(s) from the playing enclosure for any breach of the protocol.

Any breach of the protocol may be reported to the Competition Manager who shall be entitled to undertake investigations and lodge Misconduct Complaints pursuant to WR Regulation 18 against the Club(s) and/or person(s) concerned.

Should any person be expelled from the playing enclosure for a breach of the protocol they must be reported by the Referee to the Competition Manager who shall be entitled to undertake investigations and lodge Misconduct Complaints pursuant to WR Regulation 18 against the Club(s) and/or person(s) concerned.

### ***Personnel outside of the Technical Zone***

The replacements bench must, wherever possible, be outside the playing enclosure.

All coaches unless a Water Runner **NB this cannot be the Head Coach as per above** must be located outside of the playing enclosure for the duration of the match.

If replacements require to warm-up and there is not an area outside the playing enclosure, they may warm-up in the opposition in-goal area but must not use balls or any other rugby equipment in their warm-up. Balls and hit shields may be used where there is a designated warm-up area away from the in goal area. All other equipment for the purposes of warm-up must only be used outside the playing enclosure or another designated area away from the playing enclosure.

## **7.6 Match Ball Protocol**

The purpose of this protocol is to inform Clubs as to what arrangements have been made with regard to Match Balls for their home competition matches.

### **Pre-Match Delivery**

QRU will liaise with the Clubs for the collection / delivery to the Club of the approved number of Gilbert Match Balls for mandatory use in their home matches. Three (3) Match Balls are required to be provided by the Home Club at each home match.

### **Match Day**

The Match Balls are to be inflated to the required psi of 9.5-10.0 lbs per square inch (psi) as required by Law 2 of the WR Laws of the Game.

### **Match Day Management**

In the lead up to the match the Match Balls are to be checked for pressure and be available for inspection by Match Officials or Teams if required.

Each Team captain will take possession of one (1) ball to run out onto the field with. The third Match Ball will be held by the ball persons.

At no time during the match should a ball other than an approved Match Ball be used in the match. This will require instruction to all ball persons to be vigilant.

At the conclusion of the match all Match Balls are to be collected and returned to the designated person from the Home Club.

#### **7.7 Restrictions for Authorised Persons**

- (I) The sports trainer is a person or persons from each team who is or are responsible for immediately attending to a player who may appear to be injured, and who provides water to the players.

Authorised Persons do not include a coach with the following exceptions:

Where the nominated coach is required to fulfil one of the roles listed in Clause 4.5(b) no coaching or technical instruction can take place while fulfilling one of these roles.

#### **7.8 Authorised Persons**

##### Process

- (I) It is intended that the club nominate persons to become authorised persons.
- (II) No one other than the aforementioned Authorised Persons shall be permitted in the playing enclosure during a match.
- (III) Clubs seeking authorisation will do so as directed by the Union as part of the Union's nomination process. The Union may decline to authorise a person at its absolute discretion.
- (IV) An Authorised Person (except Players and Ball Persons) must have completed a SmartRugby course or higher qualification.
- (V) All Authorised Persons entering the playing enclosure must be registered on Rugby Link – their details may be confirmed by searching Rugby Link.
- (VI) The home team shall appoint a field marshal who shall ensure that this rule is complied with and the Field Marshal shall report any breach of these rules to the Match Committee.
- (VII) Authorised Persons must conduct themselves in accordance with the relevant codes of behaviour for people in their capacity and as part of the accreditation process will be required to sign an acknowledgement and agreement to comply with the code of behaviour and be bound by the disciplinary provisions.

#### **7.9 Schedule of penalties**

- (I) 1<sup>st</sup> breach of any competition rule may include any or all of the following:
  - (i) Warning
  - (ii) Loss of competition point(s)
  - (iii) Issue of a show cause notice
  - (iv) Monetary fine
  - (v) Expulsion from the competition

- (II) 2<sup>nd</sup> or any subsequent breach of the same competition rule may include any or all of the following:
  - (I) Warning
  - (II) Loss of competition point(s)
  - (III) Issue of show cause notice
  - (IV) Monetary fine
  - (V) Expulsion from the competition

#### **7.10 Protests**

- (I) All protests must be made in writing and signed by either the Club President or Club Secretary.
- (II) Protests must be received by the Competition Manager by the close of business on the first business day after the alleged breach of the competition rules.
- (III) All protests must specifically nominate the competition rule (by number) under which the breach occurred.
- (IV) All witness statements must be tendered on a signed statutory declaration form.
- (V) The decision on the protests shall be determined by the Competition Manager and such decision will be advised to all affected parties by no later than close of business on the second business day after the alleged breach of the competition rules.
- (VI) The Competition Manager shall determine if a club is guilty of a breach of the competition rules. The Competition Manager will then recommend to the Management Committee that penalties shall be imposed. The Management Committee shall make the determination in this regard.
- (VII) The Club, if they are not satisfied with this decision on receipt of the decision, has the right to appeal to the QRU's Judicial Appeals Committee at their discretion. Appeals from the decision of the Management Committee must be received by the Competition Manager by no later than close of business on the third business day after the decision of the Management Committee is advised to the relevant Club. The Management Committee and Judicial Appeals Committee shall be entitled to consider the appropriateness of the penalty, having regard to all of the circumstances, and shall have the discretion to vary the penalty if they see fit.

#### **7.11 Extension of Time**

Notwithstanding any of the time limits stated in these rules, the competition manager may in special circumstances exercise his discretion to allow reasonable extensions of time.

#### **7.12 Uncontested scrums**

- (I) It has been agreed by the participating clubs that contested scrums are and should be an important part of the game competed at more importantly, 1<sup>st</sup> / Premier Grade and also at least at the commencement of 2<sup>nd</sup> and 3<sup>rd</sup> Grade games

- (II) That to be successful in the competition at this level a team should have contested scrums.
- (III) It is recognised that from time to time due to particular circumstances such as unavailability of players starting the game with contested scrums may not be possible.
- (IV) If a team commences the game with non-contested scrums as confirmed by the referee the Competition Committee shall require the team to provide an explanation and depending upon all of the circumstances the Competition Committee shall determine whether any penalties are to be imposed in relation to that match and may have regard to the penalties referred to in clause 7.9.
- (V) No decision shall be made until such time as the club has had the opportunity to be heard and provide details of the circumstances which led to the match starting with uncontested scrums.
- (VI) There is no appeal against the decision of the Competition Committee to the Judicial Appeals Committee or otherwise except against the decision to disqualify the team from participation in the competition.

# Specific Union Requirements – Premier Rugby

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## 8 Specific Union Requirements

### 8.1 Players Eligible to play

Any player who is correctly registered that year with a club affiliated with the QRU / an affiliated club of a QRU affiliate.

- (I) 1<sup>st</sup> / Premier Grade specific – Subject to a written request for dispensation / QRU approval; players who have a SuperRugby / RA contract i.e. a member of the St.George Queensland Reds Squad or any other SuperRugby squad; cannot participate in any game lower than 1<sup>st</sup> / Premier Grade.
- (II) Subject to a written request for dispensation / QRU approval; players who have an academy or 7's RA / QRU contract cannot participate in any game lower than 1<sup>st</sup> / Premier Grade: or if eligible, Colts 1 (Under 19)

### 8.2 1<sup>st</sup> / Premier Grade and Colts 1 Participation

- (I) Participation and, or, competitions shall be initiated by invitation by the QRU Board. The club must respond to the invitation in a timely manner
- (II) The Club must list the coaches for those teams and their accompanying RA registration number so that their mandatory SmartRugby compliance may be assessed.
- (III) All nomination fees and/or player levies must be paid in accordance with RA's Registration Policy

### 8.3 Competition and Grades

Participating clubs:

Bond University – limited to 1<sup>st</sup> / Premier Grade; 2<sup>nd</sup> Grade, Colts 1 and 2 – only

Brothers

Easts

GPS

Logan City (2<sup>nd</sup> Grade; 3<sup>rd</sup> Grade; Colts 1 and 2 and Women)

Norths

Souths

Sunnybank

University of Queensland

Wests

## Grades:

Premier

2<sup>nd</sup> Grade

3<sup>rd</sup> Grade

4<sup>th</sup> Grade

Colts 1

Colts 2

Colts 3

Women – please also refer to the following link:

<http://www.redsrugby.com.au/Portals/10/2015/documents/PremierRugby/QRU010%20-Senior%20Rugby%20Policy%20Exception%20-%20Women%20Specific.pdf>

QRU also reserves the right to invite Clubs from other Sub Unions e.g. Queensland Suburban Rugby Union, Gold Coast and District Rugby Union, for their teams to compete in the Women and Colts 3 Competitions.

### 8.4 Draw

The competition will be conducted in accordance with a schedule of matches drawn up by the management committee prior to the start of the playing season and varied as necessary from time to time.

All games, wherever possible, in all competitions are to be played in an ascending order i.e. lowest to highest. Where this is not possible **NO** player who has started in a higher grade is permitted to participate i.e. start / reserve for a lower grade. In the event of games in the same round being played on different days e.g. rescheduled games due to wet weather, the selection of players must be the same as if all games in the same round were being played on the same day.

### 8.5 Competition Points

Points for a win – four (4)

Points for a draw- two (2)

Points for a bye (where applicable)- four (4)

Points for loss by seven points or less – One (1)

Points for scoring three (3) tries or more than three (3) tries than your opponent – One (1)

### 8.6 Forfeits

- (l) A forfeit in any higher grade will result in an automatic forfeit in the lower grade(s) in the same round

- (II) Each match forfeited by a club will be regarded as having been won by the opposing club on the day on which the match, but for such forfeit, would have been played. The penalty for a forfeit shall be loss of two (2) competition points, no points for, and the awarding of the greater of 21 points or the maximum number of points (including competition points) scored by any team in fixture games in that round as points against.
- (III) In the case of a club withdrawing a team(s) from the competition, match points ("for and against") in all matches of such team(s) shall not be counted, and any competition points shall be cancelled.
- (IV) The Management Committee may impose further penalties on Clubs for withdrawing teams from the competition.

### 8.7 Duration of Matches

- (I) All matches are to be played in accordance with the laws of the game, specifically Law 5 and the appropriate Under 19 variations.

Grade	Time	Injury Time	Half Time
1 <sup>st</sup> / Premier	2 x 40 minutes	Yes	10 minutes
All other Grades including Colts and Women	2 x 35 minutes	No	5 minutes

- (II) Any team not prepared to commence a match within 5 Minutes after the designated kick off time shall forfeit the match (as determined by the referee).

### 8.8 Number of players

The aforementioned Clause 6.1 to 6.5 (inclusive) shall apply.

### 8.9 Team Announcements

- (I) Premier Grade and Colts 1 specifically and if possible, all teams are to be listed on Rugby Link by no later than 1000 AEST on the Wednesday immediately prior to each game
- (II) All teams are to be updated on Rugby Link by no later than 1900 AEST on the Friday immediately prior to each game

### 8.10 Match Results and team sheets

It is the responsibility of EACH TEAM to:

#### (A) Premier Grade

- (I) Print off four (4) copies of their respective Team Sheet from Rugby Link and take with them to the game
- (II) Once the team is confirmed (**NB** for 1<sup>st</sup> / Premier Grade, this is no later than fifteen (15) minutes (actual) after the commencement of the game) distribute these Team Sheets as follows:
  - One (1) copy to the opposing Team Manager
  - One (1) copy to the No. 4/5 Match Official

- One (1) copy to the Field Marshall e.g. for Ground Announcer
- One (1) copy to be retained by each Team Manager to keep a record of the actual game, in need and as a back-up to the Rugby Link Match Day Application (Match Day App)

**(B) All other Grades**

- (i) Print off two (2) copies of their respective Team Sheet from Rugby Link and take with them to the game
- (ii) Once the team is confirmed distribute these Team Sheets as follows:
  - One (1) copy to the opposing Team Manager
  - One (1) copy to be retained by each Team Manager to keep a record of the actual game, in need and as a back-up to the Rugby Link Match Day Application
- (III) It is the responsibility of the HOME TEAM to:
  - (i) Enter the half time score of the Colts 1 game via the Match Day App
  - (ii) Enter the full time score of the Colts 1 via the Match Day App
  - (iii) Enter the half time score of the 1<sup>st</sup> / Premier Grade game via the Match Day App
  - (iv) Enter the full time score of the 1<sup>st</sup> / Premier Grade game via the Match Day App
  - (v) Enter online via Rugby Link, or via the Match Day App, the full time score of both games including full details of point scorers. Both teams to be entered within thirty (30) minutes of the completion of the game.
- (IV) Information must include:
  - (i) Date
  - (ii) Grade i.e. 1<sup>st</sup> / Premier or Colts 1
  - (iii) Competing club(s)
  - (iv) Result of game
  - (v) Point scorers (full names and details for both teams) i.e.
    - Tries
    - Conversions
    - Penalties
    - Dropped Goals
    - Penalty tries
- (V) It is the responsibility of both teams to act in terms of the following instructions:

- (i) All players who took the field are to be listed on the respective Team Sheets i.e. DO NOT list the reserves who did not play / delete names of players listed who did not play
  - (ii) All details of point scorers are to be listed
  - (iii) All players (both teams) who have either been temporarily suspended (yellow card) / sent from the field of play (red card) / have a suspected concussion (blue card) are to be listed
  - (iv) The referee is to confirm the result of the game by confirming on the Match Day App for both teams in the presence of both teams
  - (v) Teams are to swap a copy of the Team Sheet, in need
  - (vi) A Copy of the Team Sheet is to be provided to the Competition Manager on request, in need
  - (vii) All clubs must enter the results of all games on line via tRugby Link or the Match Day App by no later than noon on the first working day, usually Monday following completion of the game.
- (VI) Information entered must include:
- (i) All players who played / reserved i.e. took the field
  - (ii) Result of game
  - (iii) Point scorers
  - (iv) Tries
  - (v) Conversions
  - (vi) Penalties
  - (vii) Dropped Goals
  - (viii) Penalty tries
  - (ix) Players temporarily suspended (yellow card) – both teams.
  - (x) Players sent from the field of play (red card) – both teams.
  - (xi) Players who have a suspected concussion (blue card)
  - (xii) Clubs failing to follow the aforementioned procedures are liable to receive competition points penalties

# Training & Support

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## 9 Training & Support

- 9.1 QRU will conduct at least (1) compulsory training session for all participating clubs prior to the commencement of the season – failure to attend this training may make Clubs liable to the penalties detailed in the aforementioned Clause 7.9
- 9.2 QRU will advise all participating clubs of a dedicated point of contact for assistance in complying with these Competition Rules

# Final Series Matches and Eligibility

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## 10 Final Series Matches and Eligibility

### 10.1 Venues; times and duration

- (I) All semi-final, preliminary final and grand final matches in all grades will be played at the venues, and commence at such times, as determined by the Management Committee.
- (II) All finals matches will be played at Ballymore. In the event that Ballymore is unavailable for any reason, the matches will be offered to the participating clubs in the following order:
  - (1) Minor Premiers
  - (2) 2<sup>nd</sup> Place
  - (3) 3<sup>rd</sup> Place
  - (4) 4<sup>th</sup> Place
- (III) In the event that there is no available venue, the matches not played will be deemed to have been won by the higher placed team as at the completion of the home and away season.
- (IV) For a three (3) week finals series, the format will be as follows:
  - Week 1 – 1st v 2nd (A) and 3rd v 4th (B)
  - Week 2 – Loser A v Winner B (C)
  - Week 3 – Winner A v Winner C (Higher placed Team to be listed as the “Home Team)
- (V) The format of semi-final for each competition will be determined before the commencement of the season.
- (VI) All matches are to be played in accordance with the Laws of the Game, specifically Law 5 and the appropriate Under 19 Variations

<b>Grade</b>	<b>Time</b>	<b>Injury Time</b>	<b>Half Time</b>
1 <sup>st</sup> / Premier	2 x 40 minutes	Yes	10 minutes
All other Grades, Colts and Women	2 x 35 minutes	Yes	5 minutes

- (VII) In the event of the scores being equal at full time in 1<sup>st</sup> / Premier Grade and 2<sup>nd</sup> – 3<sup>rd</sup> Grade, inclusive, semi-final, preliminary final and grand final matches, the following shall apply:
  - Two (2) x ten (10) minute periods plus injury time to be played – with a one (1) minute interval – each ten (10) minute period plus injury time will commence with a kick-off i.e. first period by the team that originally commenced the match etc.; then if no result

One (1) x maximum ten (10) minute plus injury time golden point period – coin toss to be conducted by referee to determine which team kicks off; then if no result

Higher placed team from the regular season; then if no result

Most tries in the actual game; then if no result

First try in the game: then if no result

Coin Toss

- (VIII) In the event of the scores being equal at full time in a 4<sup>th</sup> Grade or lower Senior Grade; Under 19 (Colts – including Women) semi-final or preliminary final, the following shall apply:

Most tries in the actual game; then if no result

The team that finished highest on the minor premiership ladder will be declared the winner then if no result

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- (IX) In the event of the scores being equal at full time in a 4<sup>th</sup> Grade or lower Senior Grade; Under 19 (Colts – including Women) Grand Final, a joint Premiership shall be declared

## 10.2 Finals series player eligibility

Management Committee requirements for players to be eligible to participate in the finals.

- (I) A player must have been properly registered with the club no later than six (6) weeks prior to the commencement of the finals. This specifically and strictly applies to Contracted Players. This includes being registered on Rugby Link in that year of competition.
- (II) All RA / QRU and RA Sevens contracted players are eligible provided they comply strictly with the previous requirement.
- (III) All non-contracted players must have played a minimum number of games in separate fixture rounds for the club in that season. That minimum number of games is one third (1/3) of the number of rounds in the competition in that grade for which eligibility is being sought for the player. The fact that a player has met this criteria does not necessarily make them eligible to play in finals in any particular grade, but it is the first criteria which must be met before determining eligibility pursuant to other criteria contained in this clause 10.2.
- (IV) A player will be eligible to play in any semi-final, preliminary final or grand final if he has been in the run on team for the club at least one third (1/3) of the regular competition matches in that grade and/or any lower grades prior to the finals series i.e. eighteen (18) match competition = six (6) matches; seventeen (17) match competition = six (6) matches; sixteen (16) match competition = six (6) matches; fifteen (15) match competition = five (5) matches etc.
- (V) A player will be eligible to play in any grade in any semi-final, preliminary final or grand final if he qualifies under rule 10.2 and the club has all its senior grade teams or under 19 grade teams playing in that final series

- (i) This concept is also applied when the club has consecutive grades e.g.. 2<sup>nd</sup> and 3<sup>rd</sup> Grades, or Colts 2 and 3, until of course the higher graded team is knocked out of the Finals Series – the spirit of these rules must still apply
- (VI) A player will not be eligible to play in any semi-final, preliminary final or grand final in 2<sup>nd</sup> Grade if he has only participated in the minimum number of matches as this rule and one half (1/2) of more of these matches have in been in the run on team in Premier Grade.
- (VII) A player will not be eligible to play any semi-final, preliminary final or grand final in 2<sup>nd</sup> Grade if he has played one half (1/2) or more of the total number Competition matches played have been in Premier<sup>1st</sup> Grade.
- (VIII) A player will not be eligible to play any semi-final, preliminary final or grand final if he is registered less than sufficient weeks prior to the start of the finals series to meet the minimum number of matches required for that grade.
  - (i) **NB** A Bye will be considered to be a match in this instance
- (IX) A player who satisfies the competition rules regarding eligibility to play in any semi-final, preliminary final or grand final is eligible to play and such eligibility is subject to no player may play for more than one (1) grade team, on the same weekend, in a semi-final, preliminary final or grand final series excepting if that player is replacing an injured player in a higher grade.
- (X) The management committee reserve the right to appoint a sub-committee of the management committee for this purpose of considering eligibility.
- (XI) Eligibility shall be determined by the management committee at its discretion.

### 10.3 Dispensation:

- (I) Management Committee requirements for applications of dispensation for players to participate in the finals.
- (II) Dispensation is at the discretion of the management committee
- (III) All applications, in the prescribed format must be received in accordance with the direction issued by the management committee.
- (IV) Management committee requirements for applications of dispensation for players to participate in the finals.
  - (1) Clubs must indicate the players for whom dispensation is required to play in the grade so selected. Such details must be supplied in writing to the Competition Manager by 3.00 pm on the Monday prior to the match. The Competition Manager will ascertain the eligibility of the players and submit to the Management Committee by 5.00 pm on Tuesday, the names of players who require dispensation to participate in the grades so selected. The Management Committee may exercise its discretionary power to approve application for dispensation.
  - (2) Any club contravening any section of this rule or found to have provided false information will be liable to disqualification or suspension for such time as the Management Committee decides. The club concerned may lose the match for which false information has been supplied or in which

an ineligible player took part. The player will be suspended for such time as the Judicial Committee may determine and the Management Committee will ask the club to show cause why further action, including monetary penalty and/or disqualification from future competition, should not be taken against it by the Management Committee.

#### 10.4 **Specific Guidelines**

The following is to be noted:

- (I) Any request received outside the time-lines as detailed will not be considered and will be automatically denied by the Management Committee
- (II) To reiterate, the only discretionary power available to the Management Committee is in regards to injury to the player for whom dispensation is sought or forfeits. Consideration for a player who has played in a higher grade in place of a player who has been selected / played in any representative team is not included within this discretionary power
- (III) An injury or suspension of a different player in a higher grade is not the basis for dispensation for a different player who has played in a higher grade because of his injury or suspension.
- (IV) Because a contracted player for the Reds or any other SuperRugby team plays or has played with the Club is not a basis for dispensation for another player. For clarity what this means is that if you contend that a Reds player would otherwise have been playing in your team had he not been on Reds duty, this is not the basis for dispensation for another player who has played in a higher grade as a result of this occurrence.

# Wet Weather Policy

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## 11 Wet Weather Policy – 1<sup>st</sup> / Premier Grade and Colts 1

11.1 Notwithstanding any of the provisions contained in these rules, the referee has the right to declare the match will not be played and therefore any of the provisions of these rules is subject to the referee's final say pursuant to the Laws of the Game on whether the match will be played.

11.2 As the top QRU Competitions, 1<sup>st</sup> / Premier Grade and Colts 1 Matches – should be given every opportunity to be played.

11.3 **Note:** 1<sup>st</sup> / Premier Grade matches must be played on the main ground of the home team. Colts 1 matches may be played on another ground. The subsequent rules therefore are subject to that pre-condition. The Management Committee must approve a change of venue. Where the game is transferred to the opposing team's home ground, this does not constitute a swap of home games and the game is deemed to have been played at the ground as per the draw.

11.4 Dependent upon the Draw, there may be no spare weekends available for "catch up" games.

11.5 Procedure:

(I) By no later than 1000 on game day, the Host Club contacts the Competition Manager (RSM) to advise their ground is unplayable<sup>1</sup>

(II) Home Club advised they have access to an alternative venue:

Home Club advises its participants that the match will be played at the Home Club's alternate venue

RSM advises Away Club that the match will be played at the Home Club's alternate venue – the Away Club advises its participants

RSM advises QRRRA (Brisbane) Inc., (QRRRA) that the match will be played at the Home Club's alternate venue – QRRRA advises its participants

RSM advises QRU Media to alert the Media

(III) Home Club advise they do not have access to an alternative venue

RSM then contacts the Away Club to ascertain the availability of its ground

If Away Club's Ground is available, then:

Away Club advises its participants that the match will be played at the Away Club's ground

RSM advises Home Club that the match will be played at the Away Club's ground – the Home Club advises its participants

RSM advises QRRRA (Brisbane) Inc., (QRRRA) that the match will be played at the Away Club's ground – QRRRA advises its participants

RSM advises QRU Media to alert the Media

(IV) If Away Club's Ground is unavailable, then:

RSM in consultation with the Head of Rugby Services and Head of Operations and Head Groundsman, will ascertain the availability of Ballymore 2<sub>2</sub>, and if Ballymore 2 is available

RSM advises Home Club that the match will be played at Ballymore No. 2 – the Home Club advises its participants

RSM advise Away Club that the match will be played at Ballymore No. 2 – the Away Club advises its participants

RSM advises QRRRA (Brisbane) Inc., (QRRRA) that the match will be played at Ballymore No. 2 – QRRRA advises its participants

RSM advises QRU Media to alert the Media

(V) If Ballymore is unavailable, then

The above process is repeated for firstly for the next day i.e. Sunday; and if not resolved

The above process is repeated for the immediate Tuesday following the weekend – this may then involve the utilisation of Ballymore No. 1<sub>3</sub>

(VI) If none of the above is not achieved, then

The process will continue for the following Tuesdays up to and including the Tuesday immediately prior to the last fixture round; and if this is not achieved, then

Match will be declared a draw with each Club receiving two (2) Competition Points. No points will be awarded for “for / against” totals.

11.6 If a number of matches on the same weekend are like affected, then this may involve a number of matches needing to be re-scheduled.

(I) **NB** In the case of all games in a Round and / or Grade are not played; all games will be declared nil all draws.

(II) If the whole final round is washed out, then the round will not be replayed and no competition points will be allocated for the whole round.

(III) For the avoidance of doubt, if the game due to be played in the last round is not played it will not be regarded as a draw. If the game is not played and no forfeit has been recorded, no competition points will be allocated for that match

11.7 The RSM shall be the sole arbiter in the event of a dispute under any aspect of the wet weather rule. The decision of the RSM shall not be subject to appeal. The RSM must make a decision on the basis of common sense on the information available to him at the time.

11.8 In all cases, the Home Club retains the responsibility of the Match Day requirements e.g. Medical, Ball Boys etc. Arrangements may be made with the Away Club should the match be played at the Away Club’s venue.

11.9 In the event that matches are required to be played at Ballymore, RSM would need to be on-site to act as the co-ordinator.

## 11.10 All other Grades

- (l) The Management committee, after consultation with the clubs involved, will direct that
  - (i) The match or matches be played at a suitable alternative venue (one option being the visiting clubs home ground) or;
  - (ii) The match or matches be postponed to a date to be fixed. The date to play the postponed game must be agreed by the two clubs by no later than the Friday after the date of the original game. If no agreement has been reached by that time, the game will be played at a place and date determined by the management committee. Where the postponement is in the last round, the management committee will make the decision without reference to the clubs.
  - (iii) If either party refuses to play the game on the date determined by the Management Committee, then the match will be forfeited and the rules which apply to forfeits shall apply. It is understood that players and teams have work, study, commitments and are subject to injuries and unavailability. In the circumstances none of these shall be deemed to be a sufficient reason for not playing the game on the date determined by the Management Committee.
  - (iv) If a match is unable to be played in the last round of competition, then the Management Committee will make a determination as to whether or not the match must be played before the commencement of the semi-finals. The determination will be based upon whether these games will impact upon the final composition of the points table in each Grade, affecting semi-final participation and positioning.
  - (v) In the case of all games in a Round and / or Grade are not played; all games will be declared nil all draws.
  - (vi) If the whole final round is washed out, then the round will not be replayed and no competition points will be allocated for the whole round.
  - (vii) For the avoidance of doubt, if the game due to be played in the last round is not played it will not be regarded as a draw. If the game is not played and no forfeit has been recorded, no competition points will be allocated for that match
  - (viii) In all cases, the home club retains the responsibility of the Match day requirements e.g. Medical, Ball Boys etc. Arrangements may be with the away club should the match be played at the away club's venue.

## 11.11

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It should also be noted that in terms of Laws 1 (11) and (12), the declaring of an unplayable ground may occur a lot closer to the scheduled kick off time

<sup>2</sup> Ballymore 1, would be unavailable due to the “knock-on” effect re staffing of medical room and access / availability of changing rooms. Dependant on available forecasts, it may be advisable to have Ballymore 2 marked for a game each.

<sup>3</sup> Not all Clubs have grounds that meet the minimum 200 lux average, [as is required for Semi-Professional Competition games](#). The Ballymore Ladies / match day doctor would also need to be available.

# Schedule One

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Official Team List Example – to be used, in need

## Official Team List

DATE: \_\_\_\_\_ TEAM: \_\_\_\_\_

(HOME TEAM) \_\_\_\_\_ v \_\_\_\_\_ (AWAY TEAM)

Players: (Please see Notes 1 and 2)

NO.	POSITION	NAME
1	Loosehead Prop	
2	Hooker	
3	Tighthead Prop	
4	Left Lock	
5	Right Lock	
6	Left Flanker	
7	Right Flanker	
8	Number Eight	
9	Scrumhalf	
10	Flyhalf	
11	Left Wing	
12	Inside Centre	
13	Outside Centre	
14	Right Wing	
15	Fullback	
<b>REPLACEMENTS:</b>		
<b>In order from Loose head to Full Back - Please see note 2</b>		
16. LH	Reserve	
17. H	Reserve	
18. TH	Reserve	
19.	Reserve	
20.	Reserve	
21.	Reserve	
22.	Reserve	
23.	Reserve	

**Note (1)** Please indicate Captain with a "(C)" in front of his name.

**Note (2)** Please indicate with LH; H and TH which players can play in the respective front row positions.

Team Manager's Signature: \_\_\_\_\_

Date: \_\_\_\_\_ Time: \_\_\_\_\_

**To be handed to the Opposition Team Management and No. 4 Match Official preferably, prior to commencement of the match; however, no later than fifteen (15) minutes – actual, after the commencement of the game.**